

EXTENSIONS AND ACCESSORIES

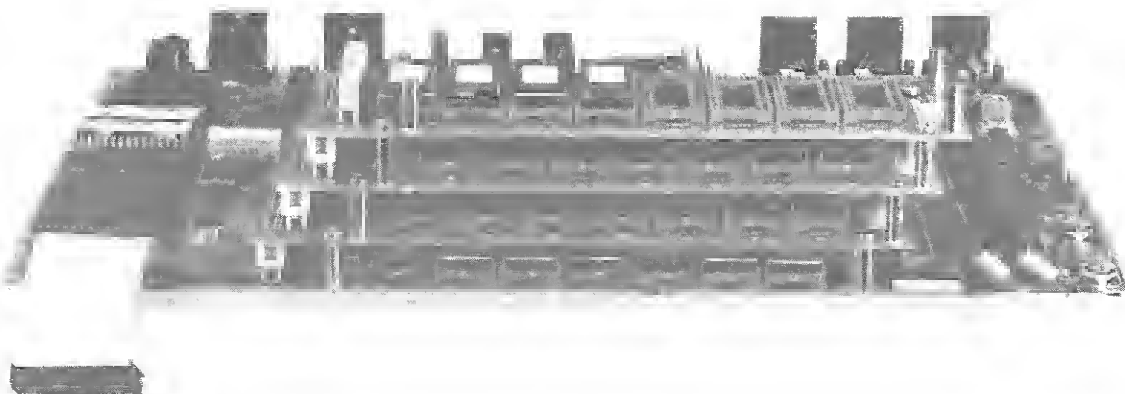
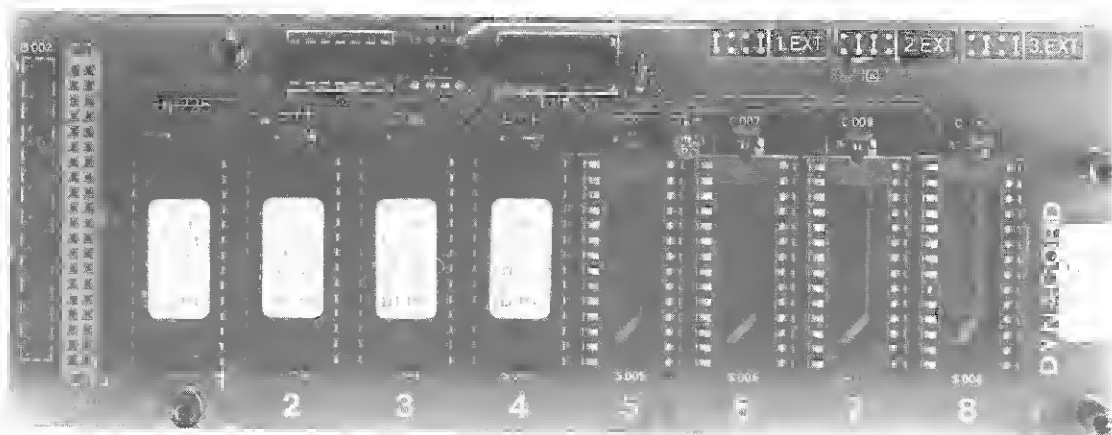
Installation Instructions for Retrofit Circuit Board PC-2 and Sound Extensions EPSC

In addition to the EPSC sound extenders each comprising four 256-bit EPROMS, retrofit board PC-2 is required in order to extend the sound memory of the ADD-one.

It is imperative that the EPROM's are plugged in on a non-conductive working surface (e.g. rubber sponge).

CAUTION! Electrostatic charges may cause irreparable damage to the EPROM'S

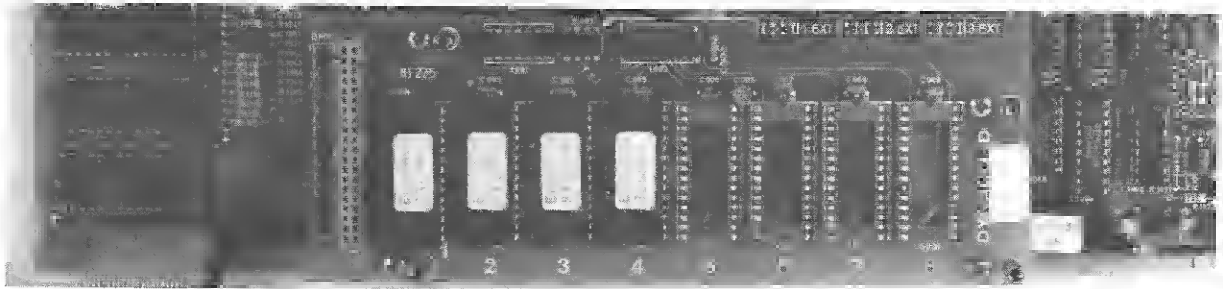
Take the chip indexed A from the box and slightly bend the "legs" inwards on the working surface. Applying only slight pressure, push the chip into the socket. Check that all the "legs" have been inserted into the base and that none have been bent back or to the side. Proceed in the same way for the chips indexed B, C and D. It is important that you fill the plug-in locations consecutively, i.e. chip "A" in socket 1, chip "B" in socket 2, etc. If the first four sockets are already filled with an EPSC set, plug chip "A" into socket 5 and so on. Make sure that the notch on the top of the chip agrees with that in the socket.



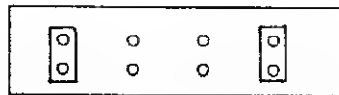
The cover plate must be unscrewed to install the retrofit circuit board in the ADD-one.

Disconnect mains plug before opening unit!

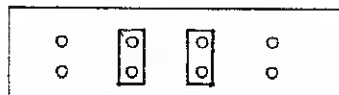
Now plug the retrofit circuit board into the base intended for this purpose which is located at the bottom left-hand corner of the motherboard (see photo).



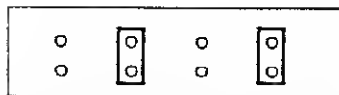
To prevent the circuit board becoming loose during transport, it must be secured with the four screws supplied. The ADD-one can drive a maximum of 3 retrofit circuit boards or 6 EPSC's. Each extension must be additionally coded via plug-in jumpers at the top edge of the circuit board:



Arrangement of coding jumpers for the
first
extension



second
extension



third
extension

It is imperative you fill the sockets successively. Should you leave a gap when fitting the chips or make a mistake in coding the jumpers, the ADD-one will not be able to read out the downstream EPSC's. Recheck all installation steps and then screw the cover back on again.

Switch the ADD-one on and select a program with parameter setting 00. Press the "CHAN" and "rout" keys and select your new sound using encoders 1 and 2.

EPSC 001

Sound-Collection

BDR 015 AMB. BASS 22	}	AMB. = AMBIENT-Series
BDR 016 AMB. KICK 22		
BDR 017 NAT. BASS 20		
SNA 015 AMB. SNARE	}	AMB. = AMBIENT-Series
SNA 016 AMB. SIDEST		
HIT 015 AMB. TOM 12		
HIT 016 AMB. TOM 13		
LOT 015 AMB. TOM 15		
LOT 016 AMB. TOM 16		
EFF 003 DESK BELL		

EPSC 002

EFF 004 CUCKOO
BDR 018 POWER BASS
SNA 018 POWR SNARE
HIT 018 POWR TOM 12
HIT 019 POWR TOM 13
LOT 018 POWR TOM 15
LOT 019 POWR TOM 16
CYM 005 CHINA CRSH

ESPC 003

BDR 020 GATED BASS	
BDR 022 HD.GTD BAS	HD.GTD = HARD GATED
BDR 024 ROCK BASS	
SNA 020 GATED SNAR	
SNA 022 HD.GTD SNA	
SNA 024 ROCK SNARE	
HIT 020 GATED TM 12	
HIT 021 GATED TM 13	
HIT 022 HD.GTD T 12	
HIT 023 HD.GTD T 13	
HIT 024 ROCK TOM 12	
HIT 025 ROCK TOM 13	
LOT 020 GATED TM 15	
LOT 021 GATED TM 16	
LOT 022 HD.GTD T 15	
LOT 023 HD.GTD T 16	
LOT 024 ROCK TOM 15	
LOT 025 ROCK TOM 16	
EFF 020 GTD.SP.RIM	(Space RIM)
EFF 022 HD.GTD SP.	(Space RIM)

ESPC 004

CYM 006 JAZZ CRASH	
CYM 007 <u>M</u> -JZ CRASH	(<u>M</u> = Multisample)
CYM 008 <u>D</u> ARK RIDE	
CYM 009 <u>M</u> -DRK RIDE	(<u>M</u> = Multisample)

EPSC 005

PER 010 TYMP.X-HI	}	Filz-Klöppel	}	Pauken (HD=harter Anschlag)
PER 011 TYMP.HI				
PER 012 TYMP.MED				
PER 013 TYMP.LOW				
PER 014 TYMP.X-LOW	}	Holz-Klöppel		
PER 015 HD.TYMP.XH				
PER 016 HD.TYMP.HI				
PER 017 HD.TYMP.ME				
PER 018 HD.TYMP.LO				
PER 019 HD.TYMP.XL				

EPSC 006

CYM 010 TEMPL GONG
CYM 011 SHARP GONG

EPSC 007

BDR 026 GATED BASS
SNA 027 GATED SNAR
HIT 026 GATED TM 12
HIT 027 GATED TM 13
LOT 026 GATED TM 15
BDR 028 HD.GTD BAS
SNA 028 HD.GTD SNA
HIT 028 HD.GTD T12
HIT 029 HD.GTD T13
LOT 028 HD.GTD T15
BDR 030 AMB.BASS 22
BDR 031 AMB.KICK 22
SNA 030 AMB.SNARE
SNA 031 REGGAE SNA
PER 026 TYMP.HIGH
PER 027 TYMP.MED
PER 028 TYMP.LOW
PER 029 HD.TYMP.HI
PER 030 HD.TYMP.ME
PER 031 HD.TYMP.LO

